PlayStation
THOUSAND ARMS
ATLUS

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
  Never use solvents or abrasive cleaners.

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DISPLAYED ERRORS

Controller Unplugged Icon

This will be displayed when the controller becomes unplugged in the middle of the game. The game resumes as soon as the controller is plugged in correctly.

Disc Cover Open Icon

This will be displayed when the disc cover opens in the middle of the game. The game resumes as soon as the disc cover is closed. In addition, when prompted to exchange discs, the game will not resume unless the correct disc is inserted.

STORY

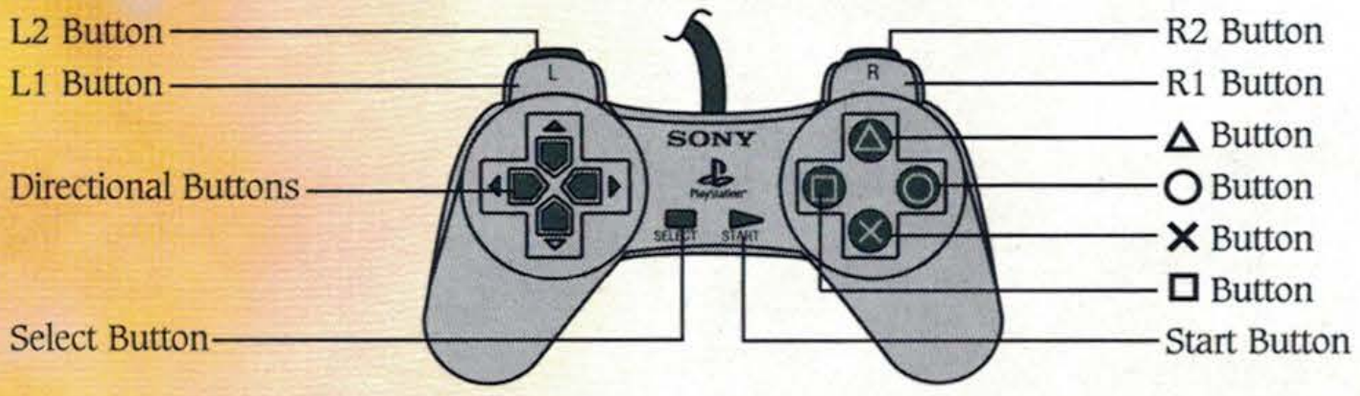
Tradguld, the land of locomotives and peaceful countryside...
Langoud, the seafaring beach-city...
Sharan, the floating center of commerce...
Myscatonia, the land of mystery and wonder...
And **Dianova**, the dark empire bent on taking over the world... a world of swords and magic...
This is the story of **Meis Triumph** and his journey to save the people from the Dianovan Empire's reign of terror and oppression.
Having been raised within a circle of Spirit Blacksmiths, Meis was enjoying his life in **Kant**, a nature-filled town in Tradguld...

However....
Dianova's conquest reached the town of Kant, and the people were forced to evacuate their once peaceful land.

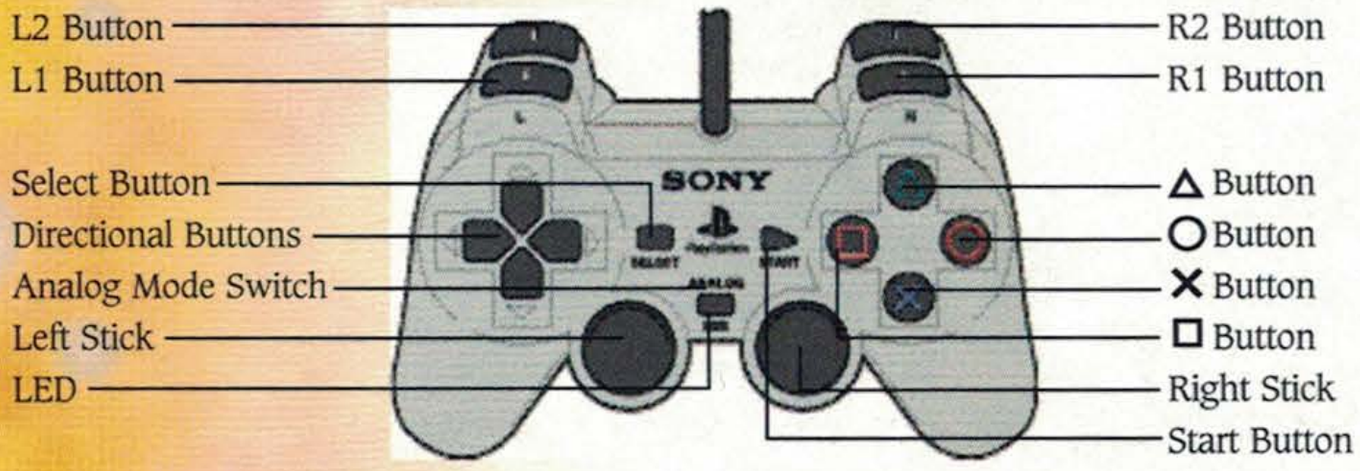
Separated from his family, Meis reaches the town of **Boyzby** and meets **Sodina**. From here, the story unfolds....

HOW TO USE THE CONTROLLER

Controller



DUAL SHOCK™ analog controller



Regardless of the status of the LED, the vibration function is activated if the function is selected on the status screen of the game.

* In any case where the DUAL SHOCK™ analog controller is used, the vibration function is activated at the status screen of the game. The left and right sticks, as well as the analog mode switch, are not used.
* The vibration function is set to ON as the default setting. Changing the setting can be done anytime in the CONFIG menu of the status screen.

WORLD/CITY/DUNGEON

Directional Buttons	Moves the character.
R1 Button	Rotates camera to the left (Does not work at certain locations when walking in the cities).
R2 Button	Moves camera up / down (Only on the World Map).
L1 Button	Rotates camera to the right (Does not work at certain locations when walking in the cities).
L2 Button	Puts a position indicator above the character. (Not used on the World Map).
Select Button	Not used.
Start Button	Pauses the game. (If you press the Select button while the game is paused you can select QUIT to return to the Title Screen).
Circle Button	Displays the Status Screen.
X Button	Talks to people, enters buildings, checks treasure chests, fast-forwards the messages.
Triangle Button	Turns the mini-map ON / OFF, Displays the entire message of a dialog box all at once.
Square Button	Meis walks when used in conjunction with the directional buttons.

BATTLE

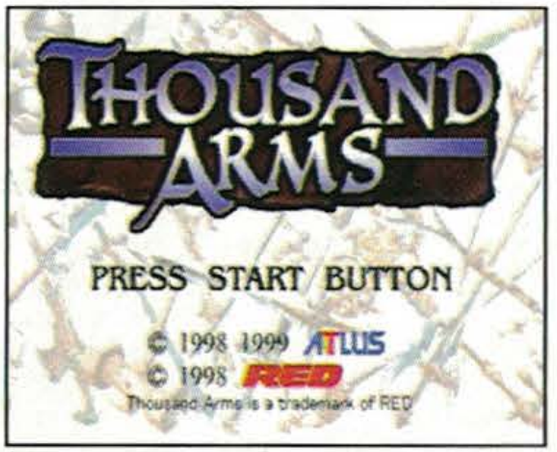
Directional Buttons	Selects a command / target character.
R1 Button	Moves camera to the right.
R2 Button	Not used.
L1 Button	Moves camera to the left.
L2 Button	Not used.
Select Button	Not used.
Start Button	Pauses the game.
X Button	Confirms the selection, fast-forwards messages, executes the action of the character in front.
Triangle Button	Opens / closes action cancellation window of the backup character.
Circle Button	Executes action of the backup character.
Square Button	Fast-forwards messages, opens / closes action cancellation window of the character in front.

STATUS SCREEN

Directional Buttons	Moves the cursor.
R1 Button	Not used.
R2 Button	Not used.
L1 Button	Not used.
L2 Button	Not used.
Select Button	Not used.
Start Button	Pauses the game. (If you press the Select button while the game is paused you can select QUIT to return to the Title Screen).
Circle Buttons	Not used.
X Button	Confirms the command selected.
Triangle Button	Cancels the command.
Square Button	Not used.

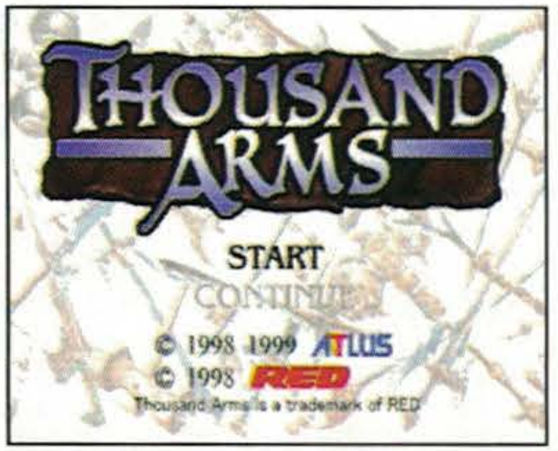
GETTING STARTED

Insert the disc properly in the PlayStation and turn the power ON. Press the start button when the title screen is displayed. You will then be taken to the MAIN MENU.



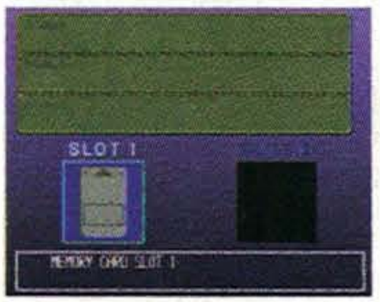
TO START FROM THE BEGINNING

Select START, then press the X button. The game will start from the very beginning.



TO LOAD A SAVED GAME

Select CONTINUE, then press the X button. Select the memory card that you want to load from and press the X button. Then, select the game data to be loaded and press the X button.



SWITCHING DISCS

Depending on the progress of the game, you may be prompted to insert a different disc. Please follow the message and insert the correct disc.

SAVING THE GAME

During the game, you can save the game data on the World Map. To save, insert a memory card and select SAVE at the status screen. Select the memory card, then choose the file to be overwritten by pressing the X button. Up to 3 files can be saved on one memory card, with each file taking 1 block.

PLACES WHERE YOU ARE ALLOWED TO SAVE

Besides the World Map, you can also save at the inns scattered throughout the various towns and cities. In a dungeon, you can save the game if you talk to the save point called SAVE DAMASHI.

WORLD MAP

INNS/HOTELS

SAVE DAMASHI

GENERAL FLOW OF THE GAME

This game progresses as you travel around the World Map and talk to people in the various cities and towns. When you encounter enemies on the way, defeat them and continue on with your journey. In some cases, you will need to explore a dungeon and accomplish a certain objective before you can continue.

DUNGEON

WORLD MAP

TOWN/VILLAGE

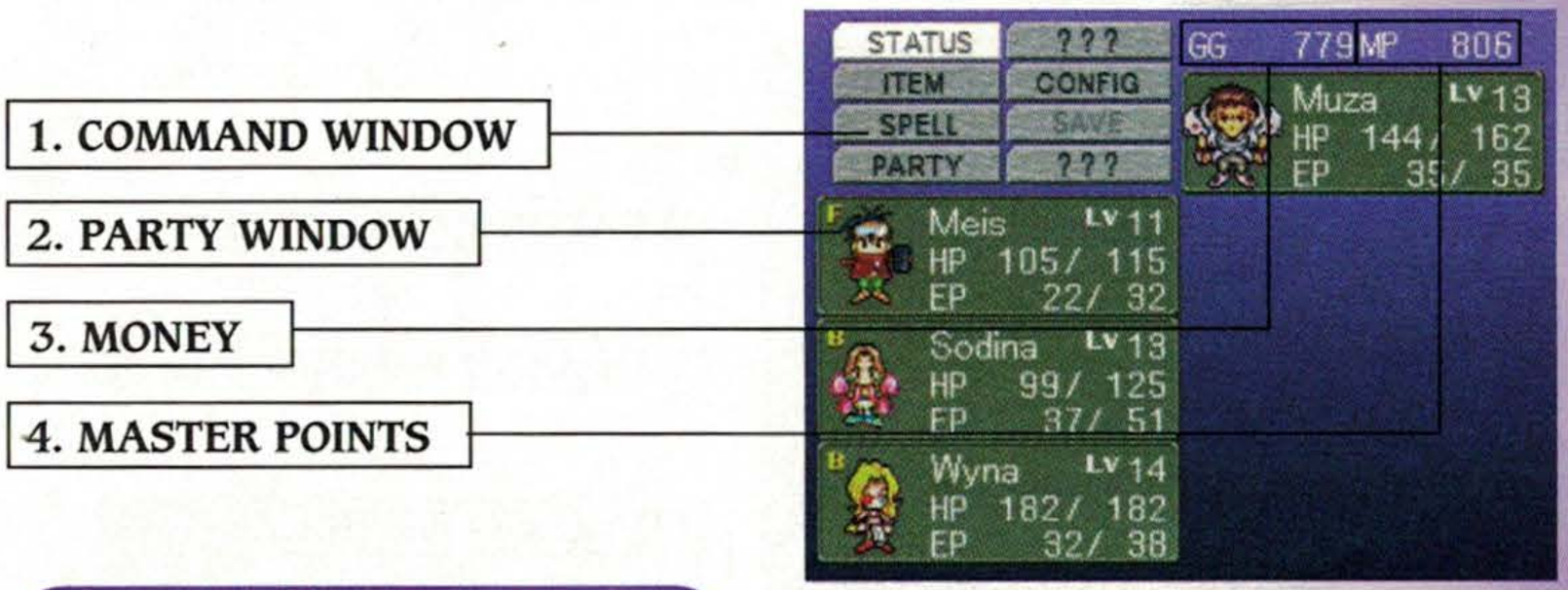
SWITCHES TO THE BATTLE SCREEN WHEN YOU ENCOUNTER THE ENEMY!

MINI-MAP

The mini-map can only be accessed at the World Map and in cities or towns, by pressing the TRIANGLE button. It cannot be used in dungeons and in certain cities/towns.

STATUS SCREEN

As long as you are not in the middle of a battle or an event, you can access the status screen by pressing the CIRCLE button. From there, you can perform various commands such as checking the status of characters and using items.



DESCRIPTION OF WINDOWS

1. Command Window
   Selects and performs various commands. See Page 10 for details.
2. Party Window
   Displays a quick overview of the character's status. The characters in the left-hand column participate in battle, and those in the right-hand column are on standby (Cannot participate in battle unless they are moved to the left-hand column).
3. Money (GG)
   Displays the current total of money. The unit of currency is GG.
4. Master Points
   Displays the current total of Master Points (MP). See Page 24 for details.

STATUS

Select the STATUS command at the status screen. The cursor will then move to the party window. Move the cursor to the character that you want to check, then press the X button.

Level	The character's experience level.	Accessory	The name of the equipped accessory.
EXP	The current total of experience points.	Charisma	The level of feelings toward girls (only for Meis).
NEXT	The amount of experience points needed to advance to the next level.	Attribute	The elemental attribute of the weapon.
HP	Current hit points/maximum HP.	Offense	The level of damage that can be inflicted on the enemy.
EP	Current energy points/ maximum EP.	Defense	The level of resistance to damage done by an enemy.
Elemental Power	This affects the strength of spells, resistance to spells, etc.	Critical Rate	This affects the chance of executing a critical attack.
Speed	This affects the time needed for a character to perform an action in combat.	Multi-Attack Rate	This affects the chance of executing a multiple attack.
Evade Rate	This affects the chance of evading an enemy's attack.		

COMMAND WINDOW

SPELL

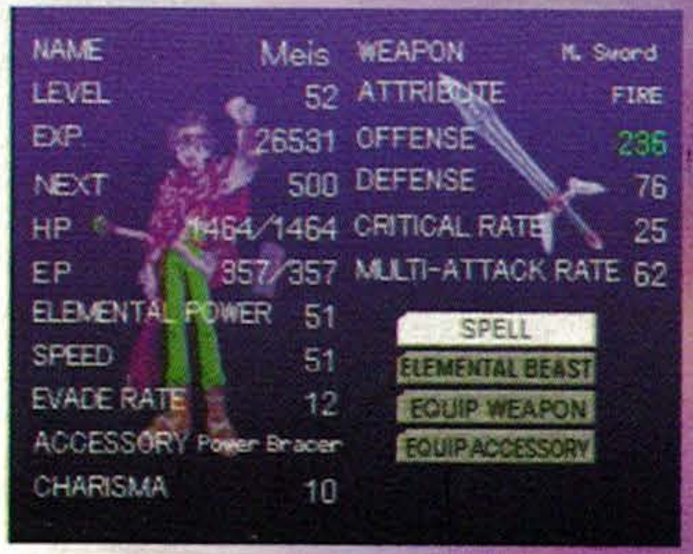
Displays the list of spells that the selected character has acquired. The spells in white can be cast from the command window, and the number beside the spell name indicates the amount of EP needed to cast that spell.

ELEMENTAL BEAST/ SPECIAL ATTACK

Elemental Beast / Special Attack
Displays the list of special attacks (Elemental Beasts for Meis, new outfits for Nelsha) that the selected character has acquired.

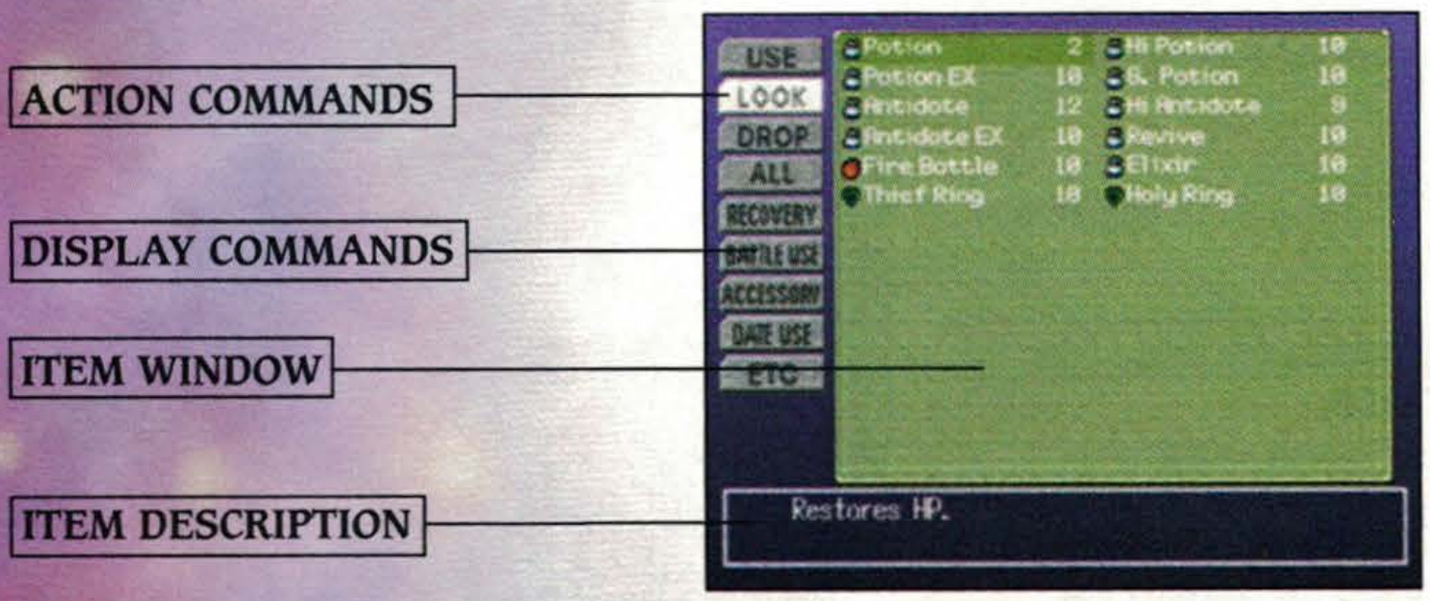
EQUIP WEAPON/EQUIP ACCESSORY

Equips the selected character with a weapon or an accessory. The list of items that can be equipped appears when the equip weapon/accessory command is selected. Press the X button after selecting the item to be equipped with the directional buttons. By doing so, the status change will be displayed. The equipped accessory can also be removed by selecting "REMOVE".



ITEM

This command allows you to perform various operations on items obtained by the player. The icon to the left of the item name indicates the type of item, and the number to the right is the number of that particular item in stock. Refer to the bottom of the screen for the description of the item.



DESCRIPTION OF COMMANDS

1. Action Commands

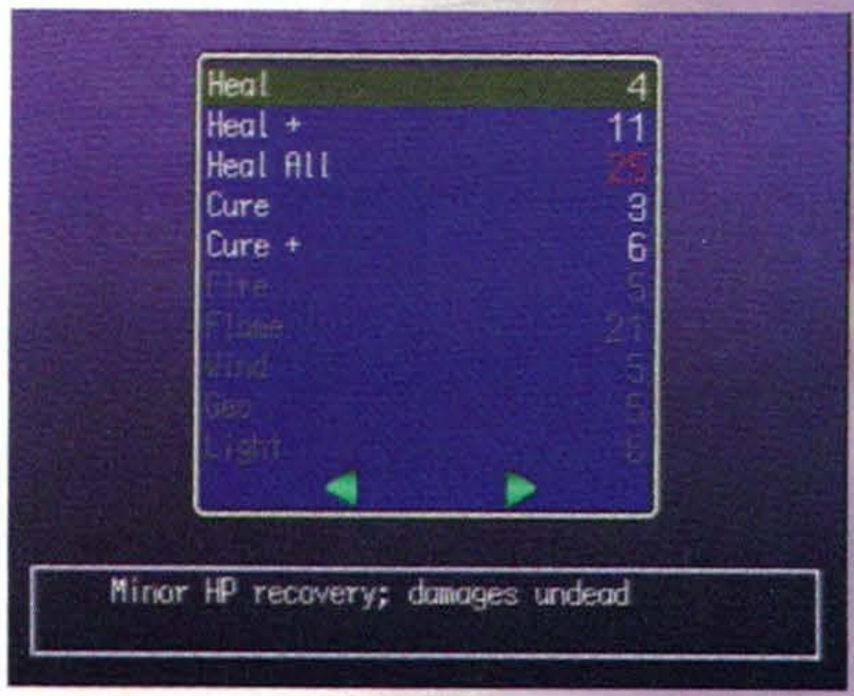
1. USE allows you to use the selected items. The usable items are displayed in white text. Select the item with the directional buttons, then press the X button.
2. LOOK allows you to check the description of the items.
3. DROP allows you to throw away unwanted items. Select the item to be dropped with the directional button, then press the X button.

2. Display Commands

By using these commands, you can limit the types of items that are displayed in the item window.

SPELL

With this command, you can look at the available spells and cast them. Select the character, then press the X button. The spell names displayed in white text can be cast. Select the spell to be cast, then press the X button. Then select a character to cast the spell on and press the X button. However, the spell names displayed in red text cannot be cast because of insufficient EP.



USING SPELLS DURING BATTLE

Move the cursor to the spell, then press the X button.

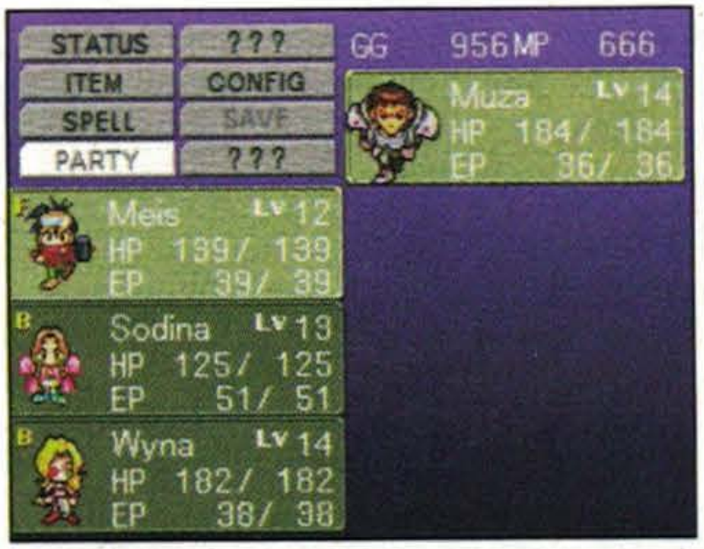
Select the target, then press the X button.

PARTY

You can select the party members to be in combat, and organize the battle formation with this command. The members in battle and the battle formation can have a huge influence over the outcome of the battle. Think about how you organize your party as it may determine whether you win or lose a battle.

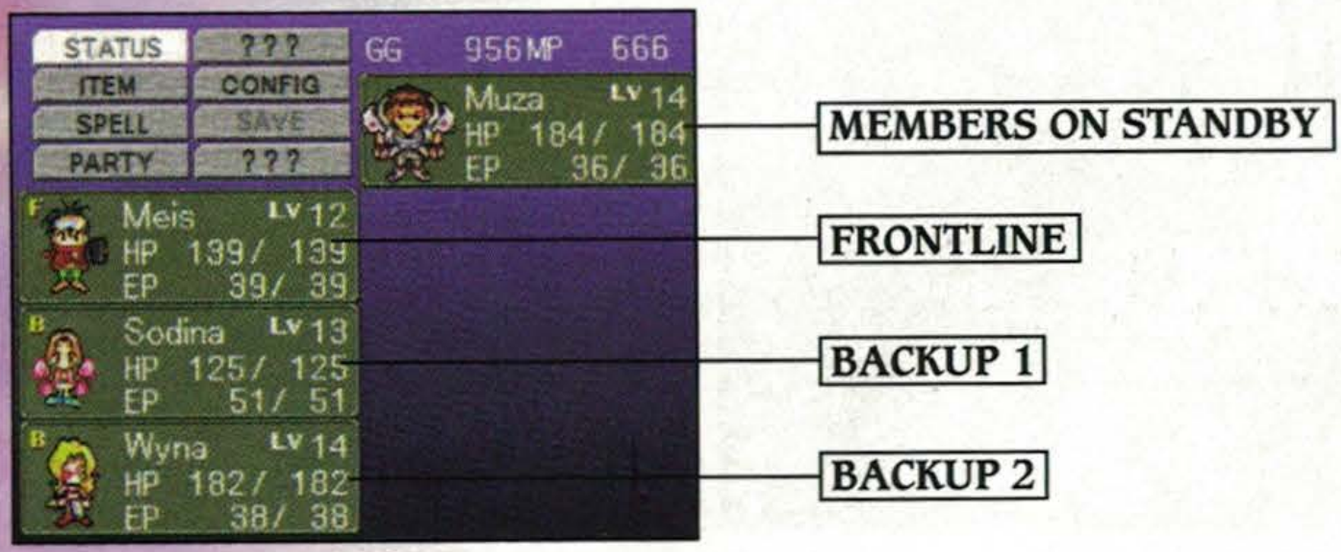
PARTY ORGANIZATION PROCEDURES

After selecting the PARTY command, choose the character to be switched and press the X button. Then choose the character that will be replaced by the other character and press the X button. By doing so, the positions of the 2 characters will be switched.



BATTLE FORMATION

The characters in the left-hand column participate in battle, and those in the right-hand column are on standby (cannot participate in battle unless they are moved to the left-hand column). NOTE: Of the characters in the left-hand column, the top-most character will be at the frontline and the others will serve as backup.



WARP

This command takes you to the cities / towns/ dungeons that you've visited already. Select the place that you want to go to, then press the X button. The WARP command cannot be used initially; it will become available to the player at a certain point during the game. In addition, there exists an item that allows you to WARP. It is sold at some stores, and like other items, it is expendable.

CONFIG

MESSAGE SPEED, SOUND (Stereo/Mono) and VIBRATION settings can be configured. The vibration function is valid only in conjunction with a Dual Shock™ Analog Controller.

SAVE

You can save from here when you're on the World Map. See Page 7 for details.

PRINT CLUB NOTE

With this command, you can view the Print Club pictures that you've taken at different locations. This command will be available to the player as soon as a Print Club picture is taken.

BATTLE

Vividly dramatized battle scenes are made possible by the combination of 3D polygonal backgrounds and 2D characters. And with the capability to cancel the already selected commands, the player is given the freedom to have an in-depth combat strategy.

COMBAT SCREEN

1. ACTION CURSOR
2. ENEMY'S ACTIONS
3. ENEMY FRONTLINE
4. PARTY STATUS
5. ACTIONS/STANDBY TIME GAUGE
6. FRONTLINE CHARACTER

DESCRIPTION OF DISPLAYED INFORMATIONS

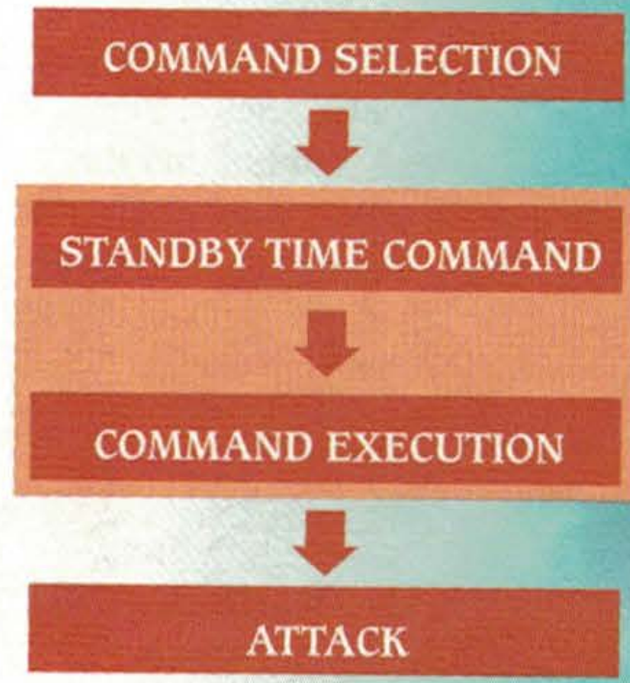
1. Action Cursor
   This cursor is used to choose the character that will select or cancel an action.
2. Enemy's Actions
   The actions of each enemy are displayed.
3. Enemy Frontline
   This is the enemy character in the frontline.
4. Party Status
   The quick overview of the characters' status is displayed.
5. Actions / Standby Time Gauge
   The actions of the party members are displayed. The top is for the frontline, and the bottom is for the backup characters. The time gauge indicates the amount of time needed to execute the selected action. You can execute the action as soon as the time gauge reaches zero.
6. Frontline Character
   This is the party member in the frontline.

THE GENERAL FLOW OF BATTLE

The character in the frontline is going to be directly involved with the battle. The backup characters support the frontline character by using items and casting magic spells. The battle pauses when the command window appears, and resumes when the player selects the action to be performed.

BATTLE SEQUENCE

The first thing done by the player when the battle commences is selecting the actions for the frontline and backup characters (Only 1 of the 2 backup characters can perform an action). Each action has a STANDBY TIME, and the selected action can only be executed after the standby time elapses. When the standby time gauge goes down to zero, "X action" will be displayed for the frontline character, and "0 action" for the backup character. At that time, you can press the corresponding button to execute the action. When the action is completed, you can select another action.



CANCELLING YOUR COMMANDS

An action can be canceled at any time. Press the SQUARE button for the frontline character, and the TRIANGLE button for the backup character.

BATTLE COMMANDS

ATTACK

Only the character in the frontline can use this command. The character attacks the frontline enemy with his/her weapon. You cannot attack the enemy backup characters with this command.

SPELL

Both the frontline and backup characters can use this command. Select SPELL command and press the X button, and if necessary, select the target by moving the cursor with the directional buttons and pressing the X button to confirm. The backup characters cannot cast offensive spells.

SPECIAL

Only the character in the frontline can use this command. The character attacks the enemy with a special attack / Elemental Beast (Meis) or a new outfit for (Nelsha). Select the special attack to be used, then press the X button. If necessary, select the target by moving the cursor with the directional button and pressing the X button.

SPELL WINDOW

SPECIAL ATTACK/ELEMENTAL BEAST WINDOW

DEFEND

Only the character in the frontline can use this command. After this is selected, the defensive power of the character increases for the duration of the standby time. The command is terminated when the standby time gauge reaches zero, or when you cancel the action.

ITEM

Both the frontline and backup characters can use this command. Select the item to be used, then press the X button. If necessary, select the target by moving the cursor with the directional buttons and then press the X button.

STANDBY

Only the backup characters can use this command. While on standby, there is a chance of a backup character performing a cheer or a taunt.

NEXT CHAR

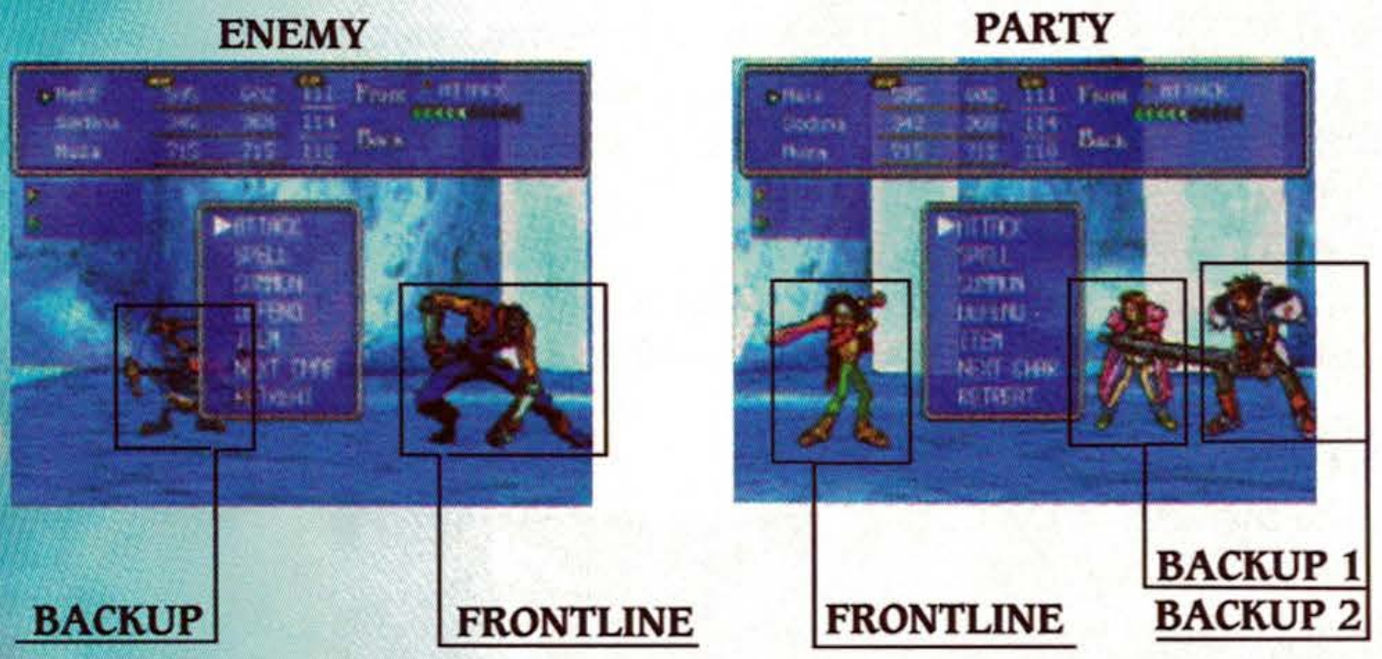
Only the character in the frontline can use this command. When executed, the frontline character retreats from battle, and the next backup character in line becomes the frontline character. This command can only be used if there is a backup character.

RETREAT

Only the character in the frontline can use this command. When executed successfully, the party will retreat from the battle. (This command cannot be used when fighting a boss character.)

FRONTLINE AND BACKUP

In Thousand Arms, the actions that can be performed by the frontline character and backup characters differ. The frontline character actively participates in the battle, while the backup characters support the frontline character. When organizing the battle formation, think of the characters' roles in combat.



TO CHANGE BATTLE FORMATION

The formation can be changed with the PARTY command at the status screen. You can use the NEXT CHAR command in the middle of the battle. However, the frontline character cannot return to that battle after leaving.

DIFFERENCE BETWEEN FRONTLINE AND BACKUP

FRONTLINE

* Subject to an enemy's direct attack.
* Subject to an enemy's area-effect attack.
* Able to use all commands.

BACKUP

* Not subject to an enemy's direct attack.
* Subject to an enemy's area-effect attacks.
* Able to use the commands:

-STANDBY
-SPELL
-ITEM

BAD CONDITIONS

During battle, a character's condition may be affected by an enemy's attack. Each bad condition has some sort of penalty; it is advised that you try to recover as quickly as possible.

	NAME	EFFECT	METHOD OF RECOVERY	
	SLEEP	FALLS ASLEEP, RECOVERS IN A FEW TURNS	ITEM	ANTIDOTE
			SPELL	CURE ALL
	PARALYSIS	CANNOT EXECUTE ANY FORM OF ACTION, RECOVERS IN A FEW TURNS (GAME OVER IF ALL PARTY MEMBERS ARE PARALYZED	ITEM	HI ANTIDOTE
			SPELL	CURE+, CURE ALL
	SILENCE	CANNOT CAST MAGIC SPELLS	ITEM	ANTIDOTE EX
			SPELL	CURE ALL
	CONFUSION	NO CONTROL OVER THE CHARACTER'S ACTION	ITEM	ANTIDOTE EX
			SPELL	CURE ALL
	CONTROL	ACTION CONTROLLED BY ENEMY	ITEM	NONE
			SPELL	CURE ALL
	POISON	RECEIVES DAMAGE FROM POISON, THE EFFECT LASTS UNTIL CURED	ITEM	ANTIDOTE, HI ANTIDOTE
			SPELL	CURE, CURE+, CURE ALL

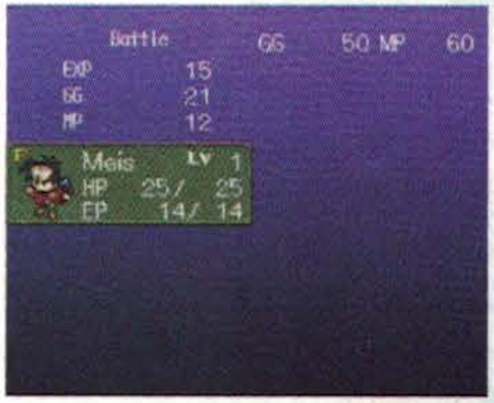
END OF BATTLE

The battle ends when you defeat all the enemies.

WARNING: When all your party members are either defeated or paralyzed, the game is over.

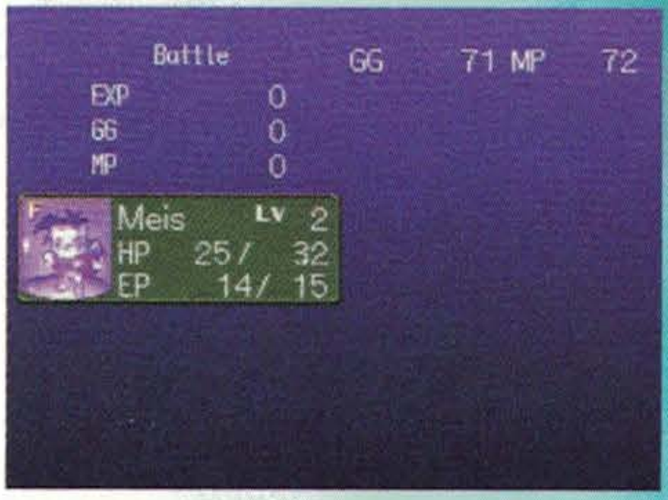
AFTER THE BATTLE ENDS

When you win the battle, you gain experience points (EXP), money (GG) and Master Points (MP) according to the type and number of enemies that you defeated. In addition, you may find items dropped by the enemy.



LEVEL UP

Each character gains some experience points per battle, and when it reaches a certain amount, the character levels up. Your parameters will also increase (SPEED, ELEMENTAL POWER, including CHARISMA for Meis), after leveling up.



MASTER SYSTEM

Coming from a family of Spirit Blacksmiths, Meis can strengthen existing weapons, level up, add new features, spells, and even special attacks to that weapon. This is called the Master System. In order to forge a weapon, the Master Points (MP) and a girl's Intimacy Level are required. A girl's assistance is a must for making a weapon stronger by imbuing it with an Elemental Spirit.

EFFECTS RESULTING FROM THE GROWTH OF A WEAPON

Since the weapon acts as a tool for both offense and defense in this game, the growth of a weapon is a very important factor. By strengthening a weapon, the defensive power, as well as the offensive power, increases. Special attacks and magic spells can also be added to the weapon. See Page 27 for details.

1. The performance of the weapon increases.
2. New special attacks may be acquired.
3. Spells become available.

IMPORTANT NOTE:
Each girl can imbue different spells and/or special attacks at different intimacy levels. You can raise any girl's intimacy level up to 10 at any given time. However, Meis' charisma level must be equal to or higher than a girl's intimacy level in order to imbue those spells and/or special attacks on any given intimacy level. Be careful, and make sure that you watch Meis' charisma level, otherwise you might miss a spell or attack when you go to forge your weapons because your charisma isn't high enough.

THINGS TO DO BEFORE FORGING WEAPONS

1. Win Battles

A certain amount of Master Points are expended every time a weapon is strengthened. In order to gather enough MP for strengthening a weapon, you need to go into battle. Every time you win a battle, you will be given a certain amount of MP, as well as experience points and money.
Additionally, by gaining experience points and leveling up, Meis' Charisma level rises. This will affect the girl's Intimacy Level.

2. Increase the Girl's Intimacy Level

The strength of the Elemental Spirit that will be imbued in a weapon is determined by the girl's Intimacy Level. That means you need to increase the Intimacy Level to make the weapon stronger.
You can increase the Intimacy Level by going on dates with the girl. Be careful not to make the girl mad, or else Meis' Intimacy Level will go down instead. As Meis' Charisma level increases, so does the maximum limit of each girl's Intimacy Level.

* See Page 29 for additional information.

TO STRENGTHEN A WEAPON

The weapons of the party members can only be strengthened by Meis, the Spirit Blacksmith. You can do so at the smithy in cities, towns, and some dungeons.

PROCEDURE

After pressing the X button in front of the anvil, select the girl that you want to strengthen the weapon with. A weapon selection window will open up. You can then check the magic spells / special attacks that are going to be added, as well as the MP consumption rate for each weapon. Select the weapon, then press the X button to confirm the action. You will not be able to strengthen weapons that require more MP's than you have.

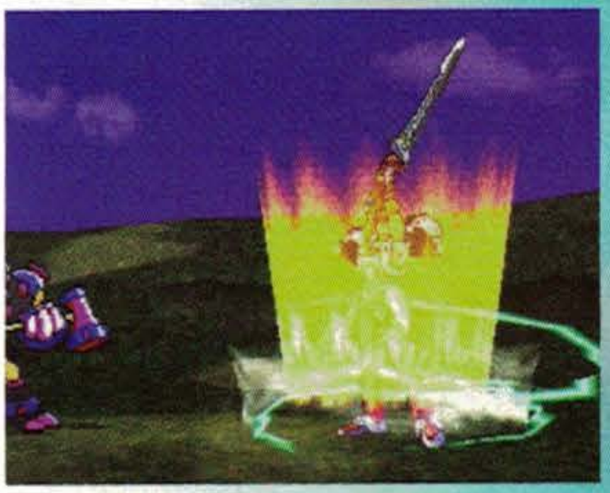
SELECT THE GIRL

SELECT THE WEAPON

COMPLETE!

POWER OF ELEMENTAL SPIRIT: SPECIAL ATTACK

Depending on the weapon, the girl, and her Intimacy Level, special attacks may be acquired. Each special attack can influence the course of battle greatly; the more you acquire, the easier your journey will be.



POWER OF ELEMENTAL SPIRIT: MAGIC SPELL

By infusing the girl's feelings, the Elemental Spirit dwells within the weapon that is being forged. The use of a new magic spell becomes available. Note that the only way to acquire new spells is to strengthen the weapons with the girls you meet.

ANOTHER METHOD FOR OBTAINING MP

MP's can also be obtained in cities and towns. There are certain locations where Elemental Spirits reside, and by pressing the X button in certain places you can obtain MP's.

GOING ON A DATE

In order to get acquainted with a girl, and to make weapons stronger, going on a date is absolutely necessary. To go on a date, go to a city / town and press the X button in front of a statue of the goddess. Next, select the girl that you want to go on a date with and press the X button. Finally, choose between DATE, PRESENT and MINI-GAME.

DATE

Once you select DATE, the girl you chose will appear behind you. Take her to a Date Spot! (There are several Date Spots in each city / town). You will be prompted when you reach a Date Spot. Select YES and press the X button to confirm. You will then be transferred to conversation mode, where the girl will ask you various questions. If you answer positively according to the girl's personality, your Intimacy Level with her increases. But if you upset her, your Intimacy Level with that girl may decrease.

CHOOSE THE GIRL AT THE STATUE OF THE GODDESS.

GO TO A DATE SPOT.

TALK TO HER AND RAISE YOUR INTIMACY LEVEL!

PRESENT

When you select PRESENT, the list of presents in your inventory appears. Choose the present that you want to give to the girl, then press the X button. Your Intimacy Level increases if the girl likes the present, but the reverse situation is also possible.

MINI-GAME

You can play a different mini-game with each girl. After you select MINI-GAME, START GAME, TRAINING, and INSTRUCTION will be displayed. Before starting the mini-game, it is advised to first read through the instructions and try the training game. Try your best, because your Intimacy Level with that girl will increase if you do well. On the other hand, your Intimacy Level may go down if you don't do well.

INTIMACY LEVEL AND MOOD

The Intimacy Level of a girl indicates how much Meis means to her. The mood of the girl will be represented with a heart icon. The girl is happy when the heart is filled, and she is in a bad mood when the heart is empty. Note that you are likely to get a positive result when you date a girl in a good mood, but there are conversations that can only be heard when the girl is in a bad mood.

ITEM LIST

RECOVERY ITEMS	
NAME	**EFFECT**
POTION	RESTORES HP
HI POTION	RESTORES MORE HP THAN POTION
POTION EX	RESTORES HP TO MAX
G. POTION	RESTORES HP OF ALL PARTY MEMBERS
ANTIDOTE	RECOVERS FROM POISON/SLEEP CONDITION
HI ANTIDOTE	RECOVERS FROM POISON/PARALYSIS CONDITION
ANTIDOTE EX	RECOVERS FROM SILENCE/CONFUSE CONDITION
REVIVE	REVIVES A PARTY MEMBER TO 1 HP
REVIVE EX	RECOVERS EVERYTHING EXCEPT BAD STATUS
ELIXIR	RESTORES EP
HI ELIXIR	RESTORES MORE EP THAN ELIXIR
ELIXIR EX	RESORES MORE EP THAN HI ELIXIR

OFFENSIVE ITEMS	
NAME	**EFFECT**
FIRE BOTTLE	FIRE-BASED DAMAGE TO SELECTED ENEMY
SPARK BOTTLE	LIGHT-BASED DAMAGE TO SELECTED ENEMY
WIND BOTTLE	WIND-BASED DAMAGE TO SELECTED ENEMY
GEO BOTTLE	EARTH-BASED DAMAGE TO SELECTED ENEMY

SUPPORT ITEMS	
NAME	**EFFECT**
BOOK OF DELAY	CAUSES ENEMIES' SPEED TO DECREASE
NECRONOMICON	SCARES ENEMIES AWAY

ACCESSORIES	
NAME	**EFFECT**
HAPPY GLOVE	PROTECTS FROM CONTROL/CONFUSION
SPORTS GLOVE	SPEED UP, ENEMY'S CRITICAL HIT DOWN
WAR GLOVE	SPEED AND ATTACK UP, DEFENSE DOWN
POWER BRACER	OFFENSE UP
SPEED BRACER	SPEED UP
GUARD BRACER	DEFENSE UP
FIRE AMULET	FIRE RESISTANCE UP
WATER AMULET	WATER RESISTANCE UP

SPELL LIST

RECOVERY SPELLS	
NAME	**EFFECT**
HEAL	MINOR HP RECOVERY
HEAL +	MODERATE HP RECOVERY
HEAL ALL	HEALS ALL PARTY MEMBERS
REVIVE	REVIVES UNCONSCIOUS PERSON WITH 1 HP
REVIVE +	REVIVES UNCONSCIOUS PERSON WITH FULL HP
CURE	RECOVERS 1 PERSON FROM POISONING
CURE +	RECOVERS 1 PERSON FROM POISONING, PARALYSIS
CURE ALL	RETURNS STATUS OF 1 CHARACTER TO NORMAL

OFFENSIVE SPELLS	
NAME	**EFFECT**
FIRE	ATTACKS ENEMY WITH FIRE
RAIN	ATTACKS ENEMY WITH WATER
WIND	ATTACKS ENEMY WITH WIND
GEO	ATTACKS ENEMY WITH EARTH
LIGHT	ATTACKS ENEMY WITH LIGHT

SUPPORT SPELLS	
NAME	**EFFECT**
PARALYZE	PARALYZES AN ENEMY
CONFUSE	CONFUSES AN ENEMY
SLEEP	PUTS AN ENEMY TO SLEEP
SILENCE	SILENCES AN ENEMY
MIGHT GUTS	OFFENSIVE POWER OF A PERSON INCREASES
GUARD GUTS	DEFENSIVE POWER OF A PERSON INCREASES
SPEED	SPEED OF A PERSON INCREASES
EVADE	AGILITY OF A PERSON INCREASES
WEAKEN	OFFENSIVE POWER OF AN ENEMY DECREASES
DEFENSE	DEFENSIVE POWER OF AN ENEMY DECREASES
DOWN	SPEED OF AN ENEMY DECREASES
SLOW	AGILITY OF AN ENEMY DECREASES

BARRIER SPELLS	
NAME	**EFFECT**
BARRIER	REDUCES PHYSICAL DAMAGE (MINOR)
BARRIER +	REDUCES PHYSICAL DAMAGE (MAJOR)
WALL	REDUCES MAGICAL DAMAGE (MINOR)
WALL +	REDUCES MAGICAL DAMAGE (MAJOR)

Opening Song
"Depend on You"
Performed By Ayumi Hamasaki
written by Ayumi Hamasaki & Kazuhito Kikuchi
arranged by Akimitsu Honma & Takashi Morio
published in the U.S. by Peermusic Ltd. (BMI)
As translated from the original Japanese lyrics.

If there ever comes a time
when you need to go on a journey,
let's start it together, you and me.
When you are about to reach the goal you've been always striving for,
what would you do if you realize that it's still so far away?
"How long do I have to go on?" "Will there ever be an end?"
How will you spend your uncertain days by yourself?
Are you tired from your flight? You can't go on any more?
You can rest your wings and be comforted,
Because I will always be here for you.
If there ever comes a time
when you need to go on a journey,
let's start it together, you and me.

Ending Song
"Two of Us"
Performed By Ayumi Hamasaki
written by Ayumi Hamasaki & Daisuke Miyachi
arranged by Akimitsu Honma
published in the U.S. by Peermusic Ltd. (BMI)
As translated from the original Japanese lyrics.

I was dreaming about resting in your arms;
I woke up and noticed that I was alone.
I started crying, from loneliness.
The color-faded sofa, the pair of cups that we used,
The bed that's too large for me alone...
I'll get over them, someday.
I didn't love you so that you could keep on loving me.
I thought I knew that, but now I can't go to sleep.
The song that we liked,
The movie we watched together...
I can't forget them. I was hoping that tomorrow,
Everything would go back to the way it was...
Since then, I tried calling you once.
The girl who answered the phone
Had a gentle voice.
Your voice calling my name,
The fingers that ran through my hair,
The eyes that were so pure...
Now, they're so far away...
We laughed together, we argued together,
We believed in each other; I'm all alone.
I want to see you again,
I can never see you again.
I know, I have to give up my hope...

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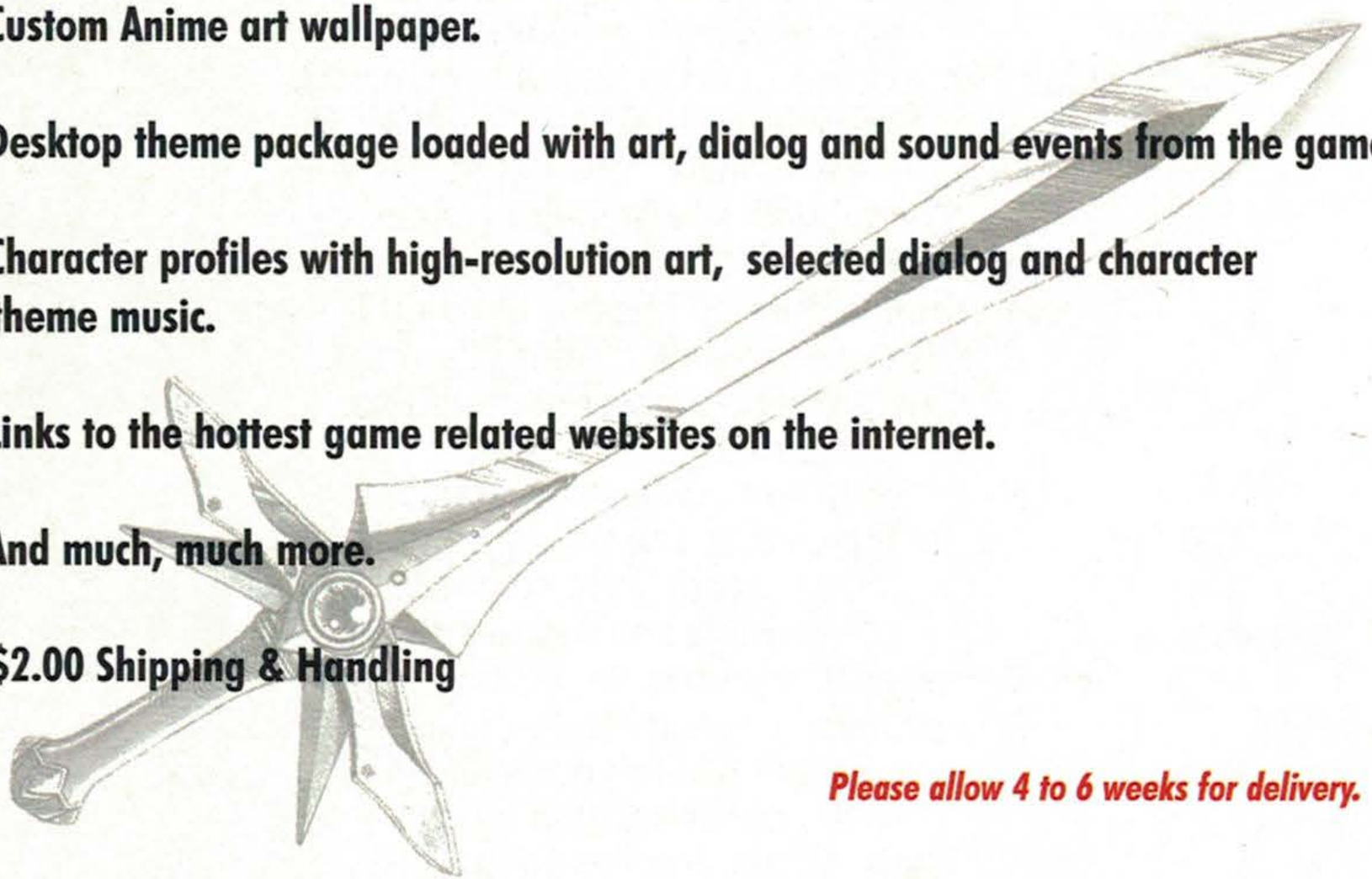

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PRODUCTION NOTES

Hello and thank you for purchasing Thousand Arms for the PlayStation Game Console. Four years in the making and countless hours of hard work, you now hold in your hands the first RPG created by RED Company ever to be released in America. This is also as close as you're probably going to get to playing a genre made famous in Japan: the Dating Simulation. One of the things that makes Thousand Arms so special is its unique use of the Dating Events to gain special powers, spells, and weapons. Basically, the better you perform on a date, the better you will perform in the game. It really adds to the game as it avoids the traditional way of acquiring weapons and spells. It also keeps people from just wandering around to fight monsters to level up to ridiculous levels. I've been there before and it's not a pretty sight...

We want you to have the best possible gaming experience so we've made a few modifications from the Japanese version of the game to make your life a little easier. First of all, we wanted to make getting around the game world a little easier, so we made running the default instead of walking. This definitely saves you from holding down a button to run around... Hey why walk when you can run? Next, on the World Map the screen rotation buttons were reversed. Thankfully, we've fixed that problem and you can now press R1 and your view will move clockwise. To us this made gameplay more intuitive.

Next, we come to the issue of game balance. Overall, we found the game to be too easy for our taste. The first thing that we did was to lower the encounter rate of monsters and increase the amount of EXP and Money you get per battle. However, this does not mean you'll have an easier time beating the game. In exchange for this convenience of not running into a monster every other step we have made a few adjustments to help those defenseless monsters and bosses. First, we've increased their HP which should make battles take a little bit longer. We did this because over the course of a normal game, the summon spells that you acquire were way too powerful. You could easily kill a boss so fast that you wouldn't have seen any of their special attacks or spells. This we thought took away from some of the game as you would miss some rather exciting or comical spells that you would probably never see. Next, we increased the damage that the enemy inflicts

upon your party. In some cases we would be doing thousands of points of damage to a boss and they would retaliate with a measly attack of a couple hundred. Bad form, most definitely... These changes will obviously make battles more satisfying as you will also need to manage your resources more wisely in order to win them.

Now, we come to the all-important discussion of the translation of Thousand Arms. As far as important plot points and dramatics are concerned we attempted to keep it as close to the original translation as possible. However, some of the comedy bits in the original had a definite Japanese flavor and this is where we had the most liberty to make things, let's say...a bit more interesting. Anyway, you'll surely recognize many things throughout the game but I'll leave it up to you to find them. Also, item names were simplified so that you wouldn't have to remember weird names for something as simple as a potion that restores HP.

Again, I would like to send a heartfelt thanks to everyone who purchased this game. By purchasing this game you assure that other games just like it will make its way to the PlayStation and consoles to come. Do not hesitate to contact us via email or snail mail to give us suggestions on our games. We always try our best to accommodate the wishes of our fans whenever possible. When you asked for the original opening and ending songs for Thousand Arms, we gave it to you. You want color manuals, we gave it to you. Ask and you shall receive (just don't ask for free games.) Anyway, we hope that you have as much fun with Thousand Arms as we had making it!

The Atlus Staff

COMMENTS FROM THE CREATORS

Takehiko Itoh
Planning

The "Thousand Arms" project, which started in the summer of 1995, is finally ready to be released. Because I mainly work on visual aspects such as character designs and world settings, this was my first chance to oversee the entire game planning. But being an avid RPG fan myself, I accepted the challenge and put 100% effort into it. The entire staff of Studio Morning Star spent long hours on the plan while working on 300+ pages of scenario, discussing the usage and effect of items, creating monster designs with Mr. Hataike, etc. for over 2 years. I believe that my pride as a comic book artist has ultimately reflected upon the personalities of the characters and their conversations. I can't thank Mr. Hiroi, Red Company, Atlus, and all the people involved in the development enough for realizing this project!

Hiroyuki Hataike
Director

My life as the illustrator, planner, and coordinator, my job to create brand new worlds... I have put into Thousand Arms everything that I have learned and experienced through my works. Since I work mostly on serious drama, I had to be extremely careful when incorporating Mr. Itoh's comedy in the game smoothly. As a result, Thousand Arms has become an epic story while retaining the essence of our daily lives. Other characteristics of the world include (1) fantasy setting, represented by the Elemental Spirits, the Sacred Altars and the Masters, and (2) glorified Industrial Revolution-style culture, represented by the mobile cities of the land, air and sea. Thanks to the support from the staff members of Morning Star and Red Company, I received many great ideas and was able to experiment on new concepts. To those of you who are going to start playing this game: Enjoy! And I hope you have lots of fun throughout your journey.

Yuuya Kusaka
Character Design

Mr. Itoh, whom I was a great fan of, asked me one day if I was interested in working on the character design of a game. I thought that it could be too much for me, but I accepted the offer anyway. Mr. Itoh asked for my autograph in our first meeting, and I remember becoming totally nervous. The work turned out to be very tough indeed. I had problems designing the characters so that they may be distinguished just by looking at the silhouettes. I was surprised this one time when I found out that one of my doodles in my sketchbook was actually used in the scenario! When I saw the screen of the game in development, I was so amazed at the quality of the graphic and animation that I couldn't stop thinking about how the characters that I drew would move in the actual game. The characters, especially Meis, will be alongside you on your journey. He is definitely not a typical hero of an RPG, but I hope you enjoy his company.

Junki Takegami
Scenario

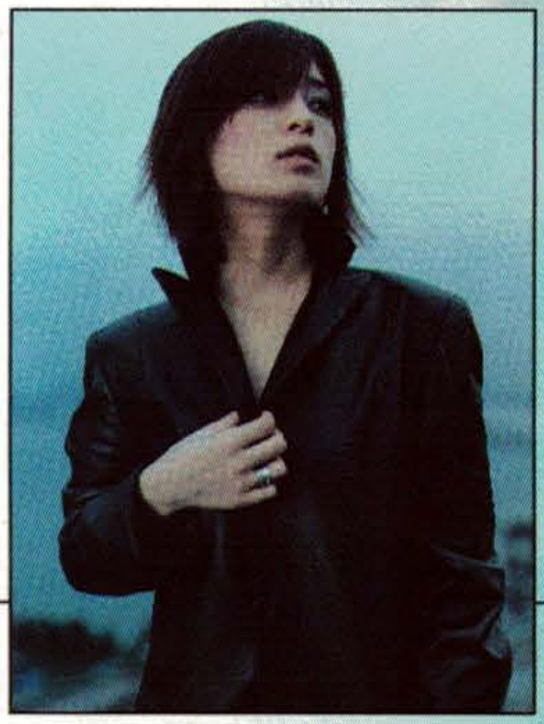
In the past, Mr. Hiroi, Mr. Itoh and I were involved in the production of a TV show. And when I heard that they were going to create a game, I just couldn't miss out on the opportunity to work with the two extremely talented individuals. It was fun and I didn't have much trouble, but... I fell in love with the characters after reading through Mr. Itoh's documents, and I guess I became influenced by Meis so much that the conversations in the game became... well, a bit on the perverted side. The other people had to stop me and calm me down because they said that it was too much. This is one hero with strong individuality, I tell you! Since there are many characters (especially female) in this game, I tried my best to show their personalities in each of their lines. Many staff members (including myself) have put tons of effort into Thousand Arms, but don't worry about it. Kick back, relax, and enjoy the game!

Hiroshi Kohjina
Animation Director

What do you enjoy doing? I always liked drawing pictures, and I chose to become an animator. Do you enjoy playing video games? Of course you do, right? Me too! That's why I got really excited when I was asked to work on this project. To say the truth, I was worried at first about the quality of animation in the game. But in the end, I realized that I had a great time with such a big project. I hope that you will be amazed at the smoothness of the transition from the game screen to animation sequence, and at the high quality of the CG and the animation. And please talk to lots of girls, go on dates with them, and make Meis stronger as you progress in this game. I can't wait to play Thousand Arms myself! Finally: Thank you very much for reading this comment!

Ohji Hiroi
Executive Producer

I still remember the day when Mr. Itoh came to Red Company, carrying a thick plan document. When he explained the world of Thousand Arms to me, I was drawn in by his passion. There exist countless difficulties, undesirable circumstances, and obstacles that test the humanity and professionalism of each staff member, as well as the efficiency to work as a team. Only those that overcome all obstacles are able to finalize the projects as completed products, and I believe that they are filled with the overflowing love of god. Thousand Arms is such a title. I thank each and every staff member for the effort they put into this game. Mr. Itoh, thanks for everything.



Ayumi Hamasaki
Main/Ending Theme Song

When I received the three key concepts -- "going on a journey," "the feelings of the two lovers," and "soaring in the sky" -- to work with instead of being told what kind of game Thousand Arms was or how the lyrics should be, I was able to write the song without much hassle. To me, "the feelings of the two lovers" doesn't necessarily mean that they help each other and live their lives together. There are times when a man needs to fight for what he believes in; he needs someone to return to and comfort him. "I will always be here for you"... this is the main theme of the song. I'm looking forward to playing this game, as well as trying out new things and doing my best to live my life to the fullest. And... I hope we can do it together.

Meis Triumph

Age: 16

Hometown:

Kant, a town in the countryside of Tradguld.

Personality:

Very true to himself, for better or for worse. Puts 100% effort to what he believes is right. And what's right is his passion for the opposite sex.

Note:

The son and heir to the Triumphs, a noble family of Spirit Blacksmiths. Very passionate, especially toward women of his type, which pretty much covers any girl who'll talk to him. Regarded by most people as an easy-going play boy, but he has a strong sense of responsibility.

Sodina Dawnfried

Age: 15

Hometown:

Boyzby, the capital of Tradguld.

Personality:

A down-to-earth girl, who believes in Meis, no matter what.

Note:

Honest, cheerful, and kind towards everybody. But whenever Meis shows interest in other girls, she gets a bit jealous and acts accordingly. Most likely with a slap to Meis' head.

Muza Grifford

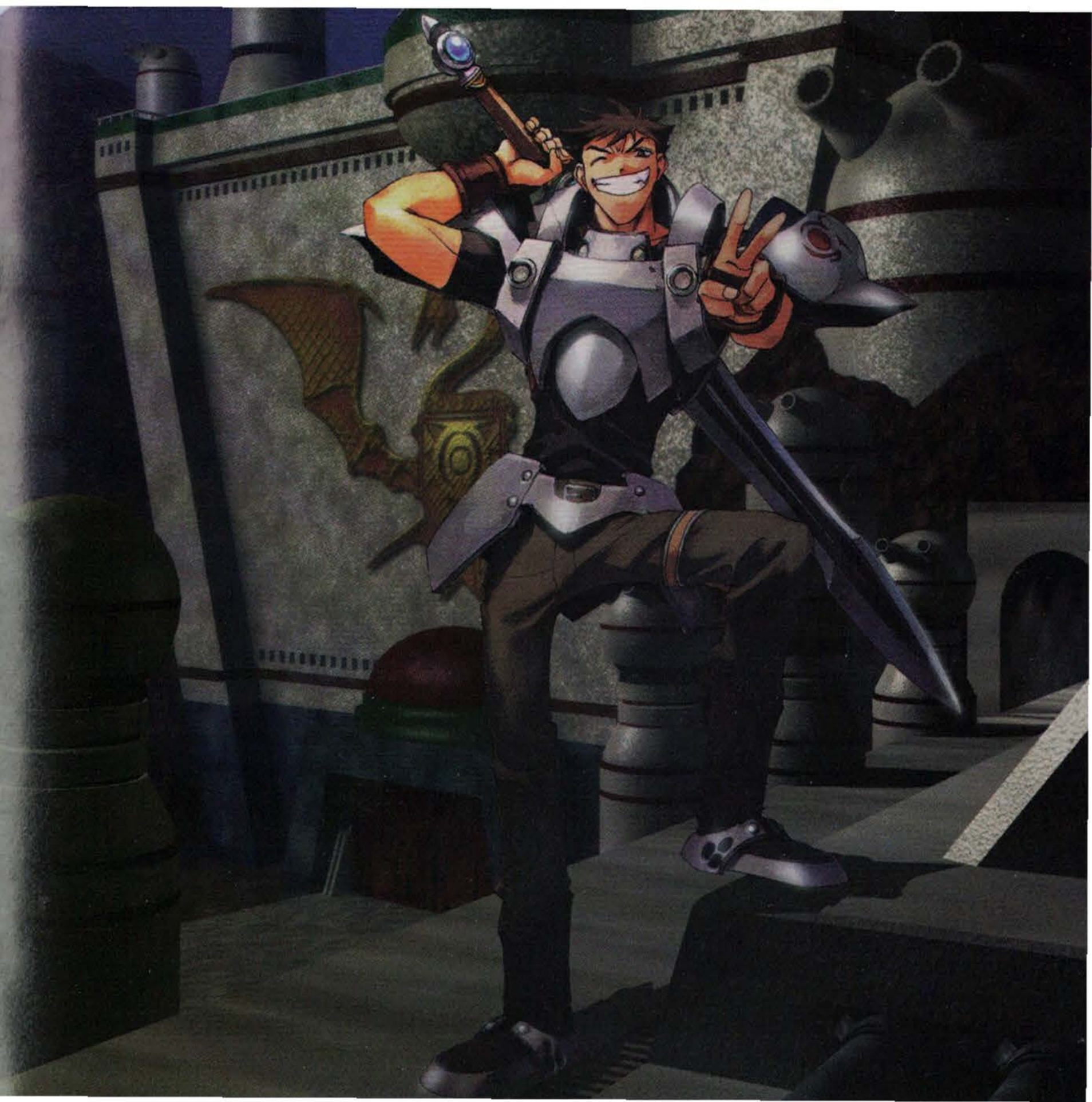
Age: 21

Hometown:

Schutzren, home of the fearless warriors.

Personality:

His actions are motivated by his dream of becoming a hero. A big-brother figure to Meis, but gets very nervous in front of girls...



Wyna Grapple

Age: 17

Hometown:

Langoud, the pirates' hideout.

Personality:

A very straightforward and carefree girl who prefers to live her life her own way. Talks like a guy, and her combat skills are first class. To this girl, the fight is everything.

Soushi Mahoroba

Age: 18

Hometown:

Wano, land of the Orient.

Personality:

People may mistake him for a beautiful woman, but in battle he is a cold machine programmed to defeat anyone unfortunate to cross his path. Very gentle to women and uses his looks and frailty to influence their maternal instincts.

Kyleen Nelphe

Age: 16

Hometown:

Sharan, the floating city of commerce.

Personality:

Cheerful, active, full of curiosity. When caught between a rock and a hard place, she tends to either just run away or try to squeeze her way out of it by arguing. But somehow, people around her aren't too concerned with her personality.

Nelsha Stylus

Age: Appears to be 12.

Hometown:

The ancient city of Myscatonia

Personality:

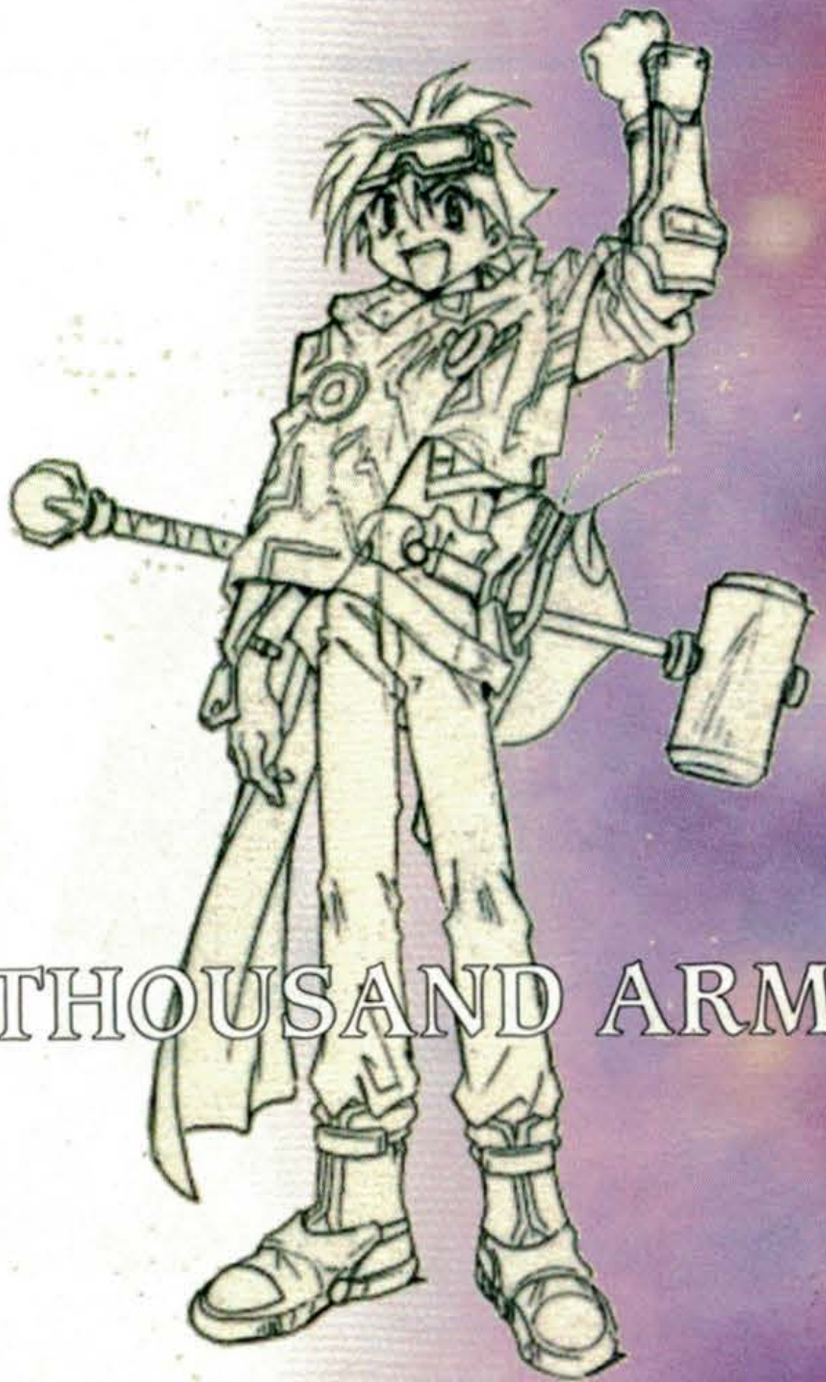
The Dress Master with a dual personality. Usually an introverted girl, but acts completely different whenever she changes her costume. When she loses her temper, she really loses her temper.

HINTS

* The key to succeeding in Thousand Arms is to DATE, DATE, DATE! When you do well on dates with certain girls they will give you access to new spells and powers that can be passed on to other characters in your party!
* Talk to everyone you meet at least once or twice, they may give you helpful information to complete your quest.
* Stock up plenty on healing items and recovery items. You never know when you might need them.
* Practice using the "CANCEL" command during battle and watch what the enemy does. The wrong spell or the wrong command at the wrong moment can spell disaster for your party.
* Remember all of your special attacks are replenished when you visit an Inn. Also, only use your special attacks when you really need them.
* SAVE OFTEN! You never know when the next battle will be your last!

TIPS ON HOW TO ENJOY THE GAME BUT WON'T NECESSARILY HELP YOU BEAT IT

* As much as the Dating portion of the game is important, don't take it too seriously. Don't always pick the same choices even if they are the correct ones. Have fun with it! We didn't record over 12 hours of dialogue just so that nobody would hear it! Also, you can't get everything if you always do well during your encounters! (Hint, Hint!)
* Try to collect and use all of your party members' special attacks, you'll be glad you did!
* Don't pass up any treasure boxes you see, you never know whatcha gonna get!



THE ART OF THOUSAND ARMS

Grapple Lavantis Cliff Kyleen

Marion

Kyoka

Kanouha

Bandiger

Muza

Jyabil

Mil

Palma

Metalia

Jeala

Soushi

Nelsha

Wyna

Black & White Character Sketches

The Evil Mecha 5

Shaft

Bolt

Wire

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RPG

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